
Subject: Re: Just for fun

Posted by [Wout De Nolf](#) on Fri, 09 Sep 2011 08:07:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Wed, 7 Sep 2011 12:54:23 -0700 (PDT), Bob <bobnnamtrop@gmail.com> wrote:

> Yikes! This makes me fear New Graphics.

Exactly! Even closing the window doesn't clean up everything:

```
IDL> .RESET_SESSION
```

```
IDL> help,/heap
```

```
Heap Variables:
```

```
# Pointer: 0
```

```
# Object : 0
```

```
IDL> p=plot(findgen(10))
```

```
IDL> help,/heap
```

```
Heap Variables:
```

```
# Pointer: 5031
```

```
# Object : 4425
```

```
IDL> obj_destroy,p ; Window is still there
```

```
IDL> help,/heap
```

```
Heap Variables:
```

```
# Pointer: 5031
```

```
# Object : 4424
```

```
...close window...
```

```
IDL> help,/heap
```

```
Heap Variables:
```

```
# Pointer: 1171
```

```
# Object : 1399
```

This would make sense if the next plot reuses some of these objects:

```
IDL> p=plot(findgen(10))
```

```
IDL> help,/heap
```

```
Heap Variables:
```

```
# Pointer: 5050
```

```
# Object : 4445
```

It seems to do that, but some objects are not reused/deleted, so plotting+closing many times increases heap allocation. This serves no purpose that I can think of.
